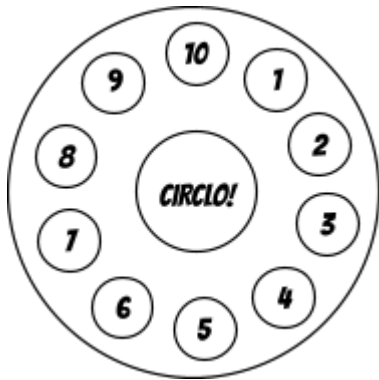


HOW TO PLAY

CIRCLO!



BASIC GAME PLAY

CIRCLO! is a game for 2 players.

Each player begins with 50 tokens. One player is given blue tokens, the other is given red ones.

The two players take it in turns to roll the 10-sided dice and place their tokens in the small outer circles of the playing board (numbered 0 to 9) according to the value shown on the dice.

The winner of the game is the first player to move all their tokens from the outer circles to CIRCLO! (the large, central circle on the playing board).

LEGAL V ILLEGAL MOVES

Player rolls a value of 4 on the dice. The following are considered legal moves:

Option 1: 1 token in circle number 4
 $(1 \times 4) = 4$

Option 2: 1 token in circle number 3, and
1 token in circle number 1
 $(1 \times 3) + (1 \times 1) = 4$

During their turn, a player may place only one token in any given circle. For example, for a dice roll of 4 the following moves would be illegal:

2 tokens in circle number 2 (illegal)

Or

1 token in circle number 2 (legal), but
2 tokens in circle number 1 (illegal)

THE ZERO CIRCLE

Tokens can only be placed into circle number 0 if a zero is rolled on the dice, and only if doing so constitutes a legal move. In addition, when a player rolls a zero they will make all of their tokens "safe" by adding a single token to each unsafe circle.

RETURNING TOKENS TO THE OPPOSING PLAYER

A player may place their token in a circle already occupied by the opposing player. When this happens, the opposing player's token is removed from the circle and returned to them to be replayed at a future time.

MAKING A CIRCLE "SAFE" OR MOVING A TOKENS TO CIRCLO!

On subsequent turns, a player may place their token in a circle already occupied by a token of their own colour. When this happens, the player can choose to either:

Leave both tokens in the circle and make the circle "safe".

Or

Move one token to CIRCLO! and leave the other token in place, thus making the circle unsafe again.

RULES ON "SAFE" CIRCLES

A player may not place their token in a circle that has been made "safe" with the opposing player's tokens.

On subsequent turns, a player may place a third token in their own safe circle. When this happens, the player can choose to either:

Move two tokens to CIRCLO! and leave one token in the circle, making the circle unsafe again.

Or (as an optional variation to the rules)

Move one token to CIRCLO! and leave two tokens in the circle, leaving the circle "safe".

IF A PLAYER IS UNABLE TO MAKE A LEGAL MOVE

If a player is unable to make a legal move, the opposing player may move all their tokens from the outer circles into CIRCLO!

The player who was unable to make a legal move will then recommence game play by placing their tokens in the now-empty outer circles.

WINNING THE GAME

Tokens that make it to CIRCLO! are removed from play. When all of a player's remaining tokens occupy positions in the outer circles, they must roll the dice to move them into CIRCLO! For example, rolling a 6 would allow tokens in circles 3, 2 and 1 to be moved into CIRCLO! If a player is unable to move at this stage in the game, they simply miss a turn.

The first player to move all their tokens to the inner circles shouts "CIRCLO!!" and is declared the winner.